

FILE 'USPAT' ENTERED AT 15:35:53 ON 20 FEB 97

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* W E L C O M E T O T H E *
* U . S . P A T E N T T E X T F I L E *
* * * * *

=> s communication(w)terminal?

256990 COMMUNICATION
374833 TERMINAL?

L1 967 COMMUNICATION(W)TERMINAL?

=> s game

L2 20156 GAME

=> s l1 and l2

L3 7 L1 AND L2

=> d 1-7 ti,in,ccls,ab

US PAT NO: 5,583,654 [IMAGE AVAILABLE] L3: ① of 7
TITLE: Digital video and audio signal recording and reproducing
apparatus efficiently storing a variety of different
accompanying video and audio information data
INVENTOR: Masaki Oguro, Tokyo, Japan
US-CL-CURRENT: 386/96; 360/27; 386/98

ABSTRACT:

A video tape recording apparatus records and reproduces digital video and audio signals in the form of coded signals that have a recording format which includes a video signal recording area for recording video data and its respective accompanying information, an audio signal recording area for recording video data and its respective accompanying information, insert and track information and subcode information. Preferably, the recording format includes packs having a pack header having a large data item and a small data item to indicate the format and use of the succeeding pack data. Errors in the recorded and reproduced audio and video signals are detected and the value of the respective accompanying information changed to prevent reading of erroneous stored data and thus prevent propagation of errors.

US PAT NO: 5,548,106 [IMAGE AVAILABLE] L3: ② of 7
TITLE: Methods and apparatus for authenticating data storage
articles
INVENTOR: Louis H. Liang, Los Altos, CA
Daniel A. Marinello, Burlington, KY
William J. Ryan, Underhill, VT
US-CL-CURRENT: 235/454, 468, 472, 487, 491

ABSTRACT:

Accessory apparatus for authenticating articles is used in conjunction with existing readers or scanners of articles bearing stored data, such as credit cards or identification cards. The accessory apparatus is disposed before, after, on, under, inside, or adjacent to existing reader apparatus, to have a view of the article whose data is to be read. Information in addition to the stored data is coded on the article in non-visible indicia and is detected by the accessory authenticating apparatus. This coded additional information may be related to identification data stored in the article by the article's normal storage mechanism, such as a magnetic stripe or an embedded memory IC chip. The

additional information may be coded in various combinations of predetermined characteristics of light emitted by the article to be authenticated when the article is irradiated with non-visible light from the accessory apparatus. The code combinations are preferably complex combinations of the various radiation characteristics. The article is irradiated at a high enough frequency (above 10,000 Hz modulation) for rapid determination of authenticity, and for reading and decoding standard bar codes. Visible and/or audible indicators alert a user when the authentication process detects an invalid card. With certain arrangements, an invalid card may be blocked from being read by the existing reader or scanner. The accessory apparatus may be connected to interrupt the normal communication channel of the existing reader or scanner with which it is used, when an article fails to be authenticated. The accessory apparatus may be used as an adjunct to existing readers or scanners of information on such cards or other articles, to perform authentication functions without replacing or obsoleting such existing readers or scanners.

US PAT NO: 5,489,103 [IMAGE AVAILABLE] L3: 3 of 7
TITLE: Interactive communication system for communicating video
game and karaoke software
INVENTOR: Takeya Okamoto, Nagoya, Japan
US-CL-CURRENT: 463/29; 434/307A; 463/40, 43

ABSTRACT:

An interactive communication system is proposed for communicating software of video games or karaoke music from a host facility or distributor to end users. The system includes a **communication** **terminal** device provided at the end user. The **communication** **terminal** device includes a computer and a device for performing interactive communication with the host facility. The **communication** **terminal** device also includes temporary storage device in which video **game** data or karaoke data received from the host facility is temporarily stored. The **communication** **terminal** device further includes outputting means for outputting the **game** data or karaoke data. **Game** data stored in the temporary storage device is automatically deleted after a predetermined time period.

US PAT NO: 5,273,288 [IMAGE AVAILABLE] L3: 4 of 7
TITLE: **Communication** **terminal** used as a **game** machine
INVENTOR: Tooru Teshima, Kawasaki, Japan
Hiromu Matsumoto, Kawasaki, Japan
US-CL-CURRENT: 463/41; 379/96

ABSTRACT:

A **communication** **terminal** connected to a telephone line for playing a **game** with an opponent through a telephone line, includes a display board for displaying the **game**, a touch panel provided on the display board to detect a coordinate to be displayed, a touch signal detection circuit for generating a position signal corresponding to the coordinate, and a display board drive circuit for displaying the position signal on the display board. A PB signal transmission circuit is provided for transmitting the PB signal indicating the position signal to the telephone line. A PB signal detection circuit receives a PB signal from the opponent and converts that PB signal to a respective position signal.

US PAT NO: 5,260,552 [IMAGE AVAILABLE] L3: 5 of 7
TITLE: Slot reader with removable manual scanning wand

INVENTOR: Bryan K. Colbert, 220 Grove Ave., Warwick, RI 02889
John R. Decesare, 76 Ash St., Lincoln, RI 02865
Vincent P. Falso, 700 Shippeetown Rd., East Greenwich, RI
02818
William S. Hoopes, 234 Wayland Ave., Apt. 5, Providence,
RI 02906
US-CL-CURRENT: 235/482, 462, 472

ABSTRACT:

A device for reading data encoded on a form has a removable scanning wand and a housing defining a slot for receiving the form. The wand functions as the input means of a slot reader when received in the housing, and is useful independently of the housing as a hand held scanning wand. The slot of the housing receives the form so as to position data on the form at a predetermined position and the wand is directed at the predetermined position when received in the housing. The wand, or other similar data read head for bar code, magnetic strips, OCR characters or the like, is preferably positively positioned in the housing by a spring biased clip releasable by finger pressure. The wand can be coupled by a connecting lead to a further terminal apart from the housing, to which terminal the housing can preferably be attached to add a slot reader capability. Alternatively, the wand can be coupled by a connecting lead to a data discriminator in the housing, which data discriminator stores and/or transmits detected data to a further device.

US PAT NO: 5,136,644 [IMAGE AVAILABLE] L3: 6 of 7
TITLE: Portable electronic device for use in conjunction with a
screen
INVENTOR: Yves Audebert, Croissy Sur Seine, France
Achille Delahaye, Fontenay Sous Bois, France
US-CL-CURRENT: 380/25; 235/379, 380, 382; 340/825.31, 825.34; 380/23, 24

ABSTRACT:

A portable electronic device includes a optical reception device, (R), a microcomputer (4) which is appropriate for processing the signals received, a display device (6), an electrical energy source for supplying the various circuits, a keyboard (8), and a device (12) for storing data. The microcomputer (4) is programmed to permit the user of the device to participate in a televised program which is unfolding according to a predetermined chronology by entering at the keyboard responses to questions posed on the screen during the unfolding of the program. Its application is to televised games.

US PAT NO: 4,910,775 [IMAGE AVAILABLE] L3: 7 of 7
TITLE: Portable electronic device for use in conjunction with a
screen
INVENTOR: Audebert Yves, Croissy Sur Seine, France
Delahaye Achille, Fontenay Sous Bois, France
US-CL-CURRENT: 380/25; 235/379, 380, 382; 340/825.31, 825.34; 380/24

ABSTRACT:

The portable electronic device (1) includes some optical reception devices (R), a microcomputer (4) suitable for processing the data received, a display device (6) to display data from the microcomputer (4), and an electrical energy source to supply the various circuits. The device includes a keyboard (8) which enables the user to also to key in data into the microcomputer (4), the latter being programmed to use the data from the optical reception devices (R) and/or from the keyboard (8),

and to display results taking account of the data, possibly combined.

=> file jpoabs

FILE 'JPOABS' ENTERED AT 15:39:57 ON 20 FEB 97

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* * * * *
*   J A P A N E S E   P A T E N T   A B S T R A C T S   *
*
* CURRENTLY, DATA IS LOADED THROUGH THE ABSTRACT PUBLICATION *
* DATE OF Sept 1996. *
* THE LATEST GROUPS RECEIVED ARE: PAJ543 & PAJ544. *
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=> s game

L4 8052 GAME

=> s communication(w)terminal?

87548 COMMUNICATION

256416 TERMINAL?

L5 2584 COMMUNICATION(W)TERMINAL?

=> s l4 and l5

L6 4 L4 AND L5

=> d 1-4 ti,ab

08-110827

L6: 1 of 4

TITLE: COMMUNICATION SYSTEM OF WIRELESS **GAME** EQUIPMENT

ABSTRACT:

PURPOSE: To eliminate the need to output data continuously and to reduce the power consumption by making a receiving terminal equipment finish transmission when a receiver receives data normally even when an operation key is continuously pressed.

CONSTITUTION: The communication system 40 of the wireless **game** equipment is constituted by providing an operation part 8 with a transmitting terminal equipment 42 and a computer main body part 6 with the receiver 44. When data which are sent on a time-division basis from the transmitting terminal equipment 42 of the operation part 8 when a synchronizing signal are normally received, the receiver 44 of the computer main body part 6 holes the data and sends an answer signal for the normal reception to the transmitting terminal equipment 42. A **communication** **terminal** equipment 42 finishes the transmission on receiving the answer signal for the normal reception that is sent from the receiver 44. Consequently, even when the operation key is continuously pressed, the transmission is ended when the data are normally received by the receiver 44. Therefore, the need to output the data continuously is eliminated and the processing time for the transmission of the data is shortened.

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07-202938

L6: 2 of 4

TITLE: INTER-MULTI SPOT DATA COMMUNICATION CONTROL EQUIPMENT

ABSTRACT:

PURPOSE: To provide the inexpensive inter-multi spot data communication

control equipment which is suitable for a use capable of ignoring the interactivity of information, is effective for constituting a home English conversation school or a competition ****game**** system, and is rich in realizability.

CONSTITUTION: An inter-multi spot data communication control equipment 10 houses plural lines like physical lines 18 and 19, data ****communication**** ****terminals**** 20-22 and 23-25 at respective spots are logically and simultaneously connected through a packet exchange network 17 for each of respective housed physical lines, data received from data ****communication**** ****terminal**** are copied by using internal line dealing parts 12 and 13 or a central control part 11 and distributed through the packet exchange network 17 to the other ****communication**** ****terminal****.

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02-246400

L6: 3 of 4

TITLE: BUS CONNECTOR AV RACK AND AV APPARATUS

ABSTRACT:

PURPOSE:To simply attach a plurality of AV apparatuses and to allow them to be operated simply like a radio receiver/tape recorder unit by providing a bus line and a connector on the rear face of an AV rack and wiring merely by inserting the AV apparatuses.

CONSTITUTION:AV apparatuses, etc., can be inserted from a front face, a guide is provided inside side plates, and a multi-pin connector in which pins are connected in parallel (bus-connection) to be aligned longitudinally on the rear or inner faces of the side plates is provided. Necessary power source and signal lines can be connected merely by inserting one or a plurality of AV (audio/ visual) apparatuses in which size, shape and connectors are standardized to be inserted into an AV rack, TV ****game**** units, personal computers, ****communication**** ****terminals****, etc., to operate video/audio signals along guides. Thus, in case of use, a delicate operation is not required, but the apparatus can be simply operated like a radio receiver/tape recorder unit.b

60-227556

L6: 4 of 4

TITLE: DATA ****COMMUNICATION**** ****TERMINAL**** EQUIPMENT

ABSTRACT:

PURPOSE:To attain efficient data communication by storing a time corresponding to the minimum charge of a telephone call to a storage device and opening the line while a talker is in long consideration.

CONSTITUTION:Data relating to the start of a ****game**** inputted from a data input device 101 is displayed on a display device 102 and transmitted to a telephone set of a dial number stored in a dial memory by an automatic dial telephone set 104 through a telephone line. When the line is opened in this case, the data is transmitted after the line is set. Then the memory 103 stores the telephone number of an opposite party. When data is transmitted from the opposite party, the telephone

set 104 receives it and transmits it to the device 102, which displays the data. When the times of a timer 105 is over, the telephone set 104 opens the line. Then a value representing the timeout is stored in the memory 106. Thus, it is possible to open the line while a talker is in long consideration by storing the time of the minimum charge of the telephone call in the memory 106.

=> file epoabs

FILE 'EPOABS' ENTERED AT 15:41:56 ON 20 FEB 97

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*   E U R O P E A N   P A T E N T   A B S T R A C T S   *
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=> s communication(w)terminal?

40100 COMMUNICATION

54566 TERMINAL?

L7 259 COMMUNICATION(W) TERMINAL?

=> s game

L8 10626 GAME

=> s l7 and l8

L9 2 L7 AND L8

=> d 1-2 ti,ab

US 05489103A

L9: 1 of 2

TITLE: Interactive communication system for communicating video **game** and karaoke software

ABSTRACT:

An interactive communication system is proposed for communicating software of video games or karaoke music from a host facility or distributor to end users. The system includes a **communication** **terminal** device provided at the end user. The **communication** **terminal** device includes a computer and a device for performing interactive communication with the host facility. The **communication** **terminal** device also includes temporary storage device in which video **game** data or karaoke data received from the host facility is temporarily stored. The **communication** **terminal** device further includes outputting means for outputting the **game** data or karaoke data. **Game** data stored in the temporary storage device is automatically deleted after a predetermined time period.

EP 00477775A2

L9: 2 of 2

TITLE: A **communication** **terminal** used as a **game** machine.

ABSTRACT:

<CHG DATE=19950204 STATUS=O>    In a **communication** **terminal** connected to a telephone line for playing a **game** with an opponent through a telephone line, the **communication** **terminal** includes: a display board (33) for displaying the **game**; a touch panel (32) provided on the display board (33) to detect a co-ordinate to be displayed; a touch signal detection circuit (27) for generating a position signal corresponding to the co-ordinate; a display board drive circuit (28) for displaying the position signal on the display board (33); a PB signal transmission

circuit (29) for transmitting the PB signal indicating the position signal to the telephone line; and a PB signal detection circuit (24) for receiving the PB signal from the opponent, and for converting the PB signal to the position signal. >

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